Dragon's Horde Game Rules

The greedy Halflings enter the dragon's lair to steal its precious treasure! Using stealth and cunning they sneak around the sleeping dragon taking anything that looks shiny and expensive. What the Halflings don't know is that every coin dislodged or jewel stepped on makes noise. Gradually the dragon is waking up!

In *Dragon's Horde* players must steal as much treasure before the fire-breathing dragon wakes up!

Game Setup

Each player takes a game sheet. There are 3 additional different Halfling player sheets in the downloadable digital file. The game requires 4 dice to play, two red and two white ones. An additional white dice can come in handy for some bonus rolls during the game. Pencils for each player and an eraser will be useful. Choose the active player—they will be first to roll the dice. If you want the game to be reusable, printing and laminating the sheets and using non-permanent pens, allows you to replay the game.

Game Round

1. The Active Player rolls all four dice (two red & two white dice) and chooses one of the red dice that only they may use. The other dice (one red and two white) are the Community Dice and can be used by all players, including the Active Player.

2. The Active Player (only the Active Player) may now use any stored Skills to change the dice roll, depending on what Skill they choose to use. This may include a total re-roll.

3. The Active Player now uses the dice results to mark off any of the boxes on their player sheet.

4. All other players can choose to use the Community Dice results to mark off any results on their sheets also.

5. Play then moves clockwise to the next player who now becomes the Active Player.

Important Rules

1. To mark a box on a player sheet, players must use at least two of the Community Dice in combination. They may, however, use a combination of all of the Community Dice rolled if they wish to meet the requirements on some of the boxes on the player sheet.

2. Any players using the red dice (remember, the Active Player can use both if he wishes) for marking one of the boxes on their player sheet has made some noise! If you are marking off any of the Green, Orange, or Blue tracks you must enter the red dice result, plus the bell noise modifier if any, on the Dragon Track (coloured red).

If you use any red dice and are marking a Skill box, Doubles, or Triples bonus treasure box, then you enter the red dice value on the Dragon Track with no bell modifier. If the Active Player opted to use both red dice during their turn they must enter the total value of both dice on the Dragon Track.

(e.g., Rob rolls a 3 on the red dice and decides to use it in combination with one of the white dice to mark the blue track. The modifier is +5, so the total value added to the Dragon Track is (5+3=8)

3. Opponents can only use the one red community dice plus the two white community dice.

4. If you cannot mark a box on your sheet during your active or an opponents' turn you must cross off a heart—you've have just lost a life! If any player cannot fill in a heart on their sheet the game is over not only for you but for everyone!

5. The game also ends if a player marks off clock symbol box on the Dragon Track or Treasure Track. .

Tracks

Important: You must start a track from the arrow end and mark them off in order. You may not jump ahead!

There are several tracks that the players can place results in. The Green, Orange, and Blue tracks represent where the dragon hides its treasure. The Blue track is the head end where the most valuable loot is hidden, but also where the most noise can be made!

The Green Track: One tip is to start with the lowest value you can. Only add results that are higher than the previous value. Write in the dice value.

The Orange Track: Mark an X only if you have managed to equal or exceed the box value with your dice result.

The Blue Track: Mark an X only if you have managed to equal the box value with your dice result.

Red Dragon Track: Any time you use a red dice or cross a red flag on a track you must enter the total value on the Dragon Track. At the end of the game you must total all the dragon's results.

Treasure Track: When adding gold coin values to the Treasure Track, only enter one coin value per box. If a free check has triggered a second gold coin then that value is entered into the next empty box on the Treasure Track.

Special Rules

1. Doubles and Triples rolled on the dice can be used to mark off boxes in the Bonus Treasure (ring and chalice) sections on the sheet.

2. The Skill box allows you to store new Skills that aid your quest for treasure. Mark off the columns and/or rows when you score dice results that equal that box's value. Once a row or column is complete you may circle the Skill and use it later in the game. Cross off the Skill when it is used in play.

Solo Play

For solo game add up the amount on the Treasure Track and then scoring subtract amount on the Dragon Track to find your treasure total. Check the table below to see how the Thieves' Guild have rewarded you for your efforts.

< 9	≥ 10	≥ 25	≥ 50	≥ 75	≥ 100
Dragon Fodder	Footpad	Pickpocket	Burglar	Robber	Master Thief

Scoring

Add up the total amount of treasure collected. The player with the largest treasure haul wins. If there is a tie, add up the Dragon Track total. The player with the lowest Dragon Track value wins.

Dragon's Horde Icon Reference

Gold Coin. Gain the value of the coin on your Treasure Track.

Red Coin. Gain treasure equal to the value of both red dice.

Heart. Gain an additional life.

Noise Modifier. Add the value of the modifier to the red dice result you have used. Enter into the Dragon Track.

Gain Free Check. Mark off the next box on the track of the same colour.

Clock. Marking of a box with the clock ends the game immediately.

Red Flag. When reaching a red flag on a track you must enter the value of the flag on the next empty box on the Dragon Track.

Shield. Every 3 shields collected reduces the Dragon Track total by 5 points. Do this at the end of the game.

Strength. Add one extra white Community Dice to your roll for one turn.

Stealth. Ignore the Dragon Track this turn for using one of more red dice, noise modifiers, and red flags .

Nimble. Lower the noise modifier by -3 when filling in the Dragon Track.

Dexterity. Pick the result of one of the red dice before rolling.

Magic. Re-roll any dice you wish but you must use the second result.

Dragon's Horde is a game by Robin Elliott of Triple Ace Games

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Editing: Wiggy Wade-Williams

Download the full game from www.ukgamesexpo.co.uk

Dragon's Horde

A Roll & Write Game
For 1-4 Halfling Thieves
by Robin Elliott

7

Head: 6 4 10 8 6 2 10 12 8 2 6 12 +5

6 9 6 6 6 9 6 6

Doubles

5 5 5 5

Roll a double to find a ring!

5

Body: ≥3 ≥5 ≥7 ≥9 ≥11 ≥13 ≥15 ≥9 ≥11 ≥13 ≥15 ≥17 +3

3 3 6 6 6 6

Triples

10 10 10 10

Roll a triple to find a chalice!

Dragon Total

Dragon Awakes
Game Over!

Dragon Track

3

Tail: +1

3 3 3 3

Thief's Skills

3 5 7 9

4 6 8 10

12

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Treasure

Total

Lives

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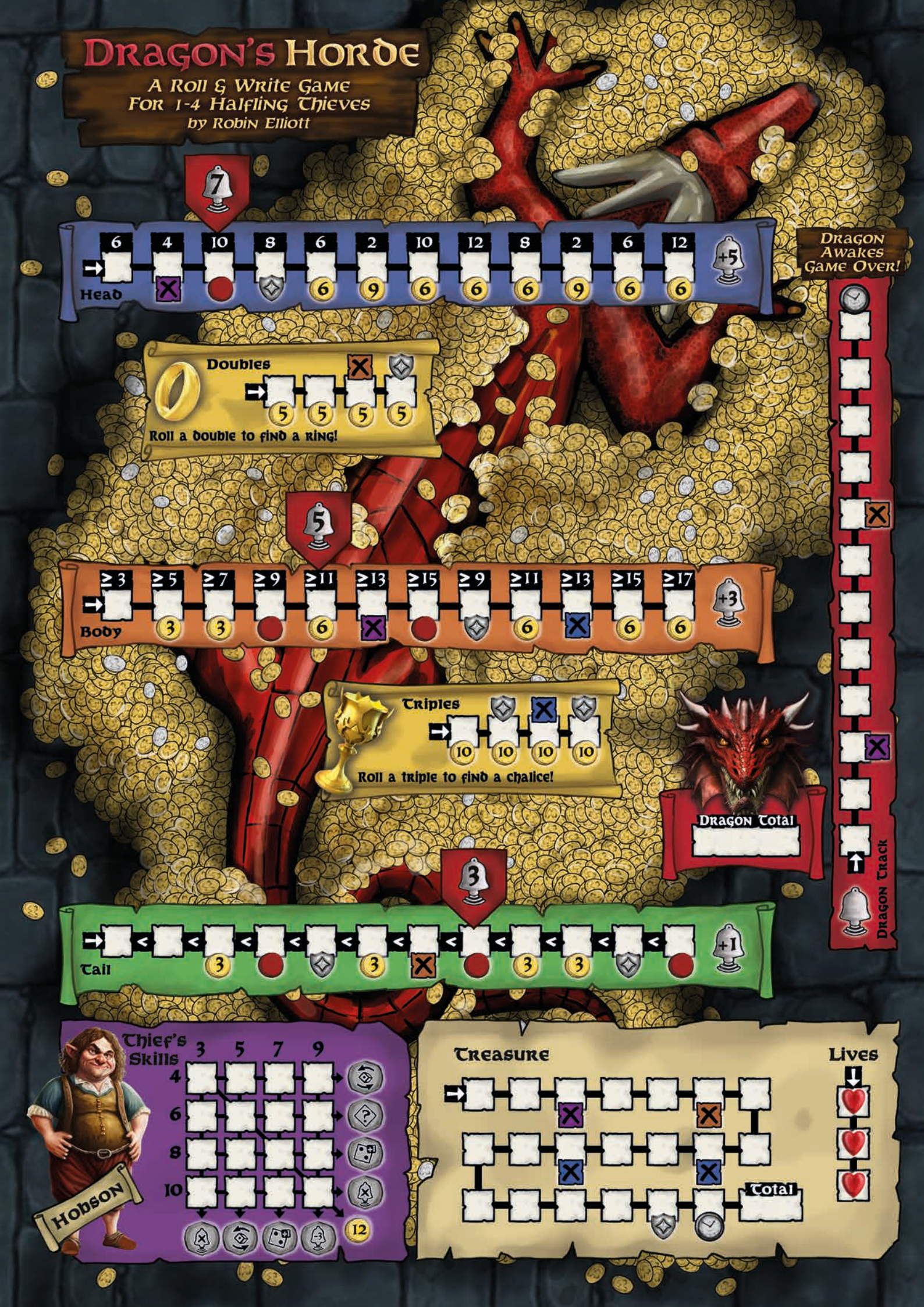

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Dragon Track

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3 3 3 3

Thief's Skills

	3	5	7	9
4				
6				
8				
10				

12

Primula

Treasure

Total

Lives